

Melbourne House
Publishers



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Dear Customer,

We have much pleasure in enclosing various
'hints' on how to solve your "Hobbit"
problems.

However, we would like to advise you that
Melbourne House have now produced a
comprehensive book called "Guide To Playing
The Hobbit" which is available from most
large computer stockists at £3.95, or you
may order direct from:-

Melbourne House Publishers
131 Trafalgar Road
GREENWICH
London
SE10 9TU.

Please add 80p for post & packing.

Yours sincerely,

Eileen Cavanagh
General Manager

HOBBIT HINTS

1. PROBLEMS IN ESCAPING FROM THE GOBLINS DUNGEON

Many people have had difficulties escaping from the Goblins Dungeon and have found the help clue too cryptic.

The idea is that it is impossible to escape without enlisting the aid of one of your friends - either Thorin or Gandalf will do. It is possible for either of these two to open and go through the window which you cannot reach.

The easiest method of escaping is to have one of them open this window, pick you up and carry you through the window.

2. PROBLEMS WITH THE BARREL

- a) We have found that people have had problems when climbing into the barrel in the Elvin King's cellar, with the program crashing and being unable to continue with the game. The cause of this problem is that when trying to climb into the barrel the player is also carrying the barrel and this confuses the program to such an extent that it freezes.
- b) The simplest solution is to ensure that the barrel is on the ground before climbing into it.
- c) I should also point out to you that escaping from the Elvinn King's Cellar is virtually impossible if the player climbs into the barrel. The correct solution is to wait until the butler has thrown the barrel through the trap door and then to jump onto it.

3. THE PLACE TOO FULL TO ENTER

The 'Place too full to enter' is a left over diagnostic which we used while debugging the program. We forgot to take it out after testing and it should be ignored.

4. HOW TO GET THROUGH THE MAGIC DOOR.....

The magic door to the Elvin King's Hall is best opened with the aid of the magic ring. Try examining the door while wearing the ring.

5. PROBLEMS DUE TO THE USE OF THE WORD "DO".....

Some people have encountered problems with the program crashing, or the screen exhibiting strange effects. This is often caused by the use of the word "DO".

This is due to the fact that the dictionary definition of this word was not quite what it should have been and attempting to use it can cause these and other problems.

The only solution is to avoid at all costs the word "DO".

6. ESCAPING FROM THE PALE BULBOUS EYES

Many people have had problems in escaping from the pale bulbous eyes along the forest road. The only solution is to move once more in the same direction that you moved prior to encountering the eyes, ie. if you had just moved west when the eyes appeared, then move west again. After this you should wait twice and then move once more in the same direction.

The eyes cannot be killed and if you should be unlucky enough to be captured by the Wood Elf while the eyes are around, there is no escape since the pale bulbous eyes will follow and ultimately kill you.

7. SAVING "THE HOBBIT" TO TAPE

The information saved on to the tape is similar in format to that saved by the Basic system. The main difference however is that THE HOBBIT does not save any leader information. This means that the information saved by THE HOBBIT cannot be read back from Basic.

The information that needs to be saved is very short which is why it does not appear to take long to save. Because of the lack of leader information you must be careful when saving the program that the tape is wound fully past the leader on the tape and that the cassette recorder into record mode, you should wait for a number of seconds before starting the save on the computer.

If after all this you still have problems when saving and loading, I would suggest you check your cassette recorder making sure that the heads are clean and properly aligned. Perhaps you should test the cassette recorder by saving and verifying some Basic programs to ensure that it works properly.

One other comment is that some cassette recorders produce feedback to the computer if both the earphone and microphone leads are plugged in at the same time on both the recorder and the computer. Perhaps you could try saving the game with only the appropriate cord plugged in as necessary.